

INSTRUCTIONS FOR **VIDEOCART™-16** CARTRIDGE GAMES



**Exclusively for use with
the Fairchild Video
Entertainment System**

FAIRCHILD

On Your Mark

How fast are you on your feet? Well it's time to find out!! Grab your tennies and insert your **Dodge-It** Videocart Cartridge into your console and get ready for some fast action. It's you and a choice of 4 fast paced 1 and 2 player games.

Get Set

Dodge-It (The basic game)

You, friend, are about to become a moving target. You are positioned at the center of the playfield. The dodging balls are randomly hurled at you from the boundary walls...never knowing which way they'll be tossed next, you must always be ready to Dodge-It.

When the first ball is ejected onto the playfield, the counter starts counting. First one ball, then two balls, then another and another are aimed at you. If you're lucky enough not to get hit, 9 balls can be bouncing at the target—**You!** But with your super, quick feet you dodge them all—or do you?

If you are struck by a ball, and you will be, a shrinking pattern of squares is displayed on the screen signalling you've been hit!

To keep you alert and quick on your feet, the computer randomly generates a different game from the last, varying the playfield size, ball size, ball speed, player size and player speed. Over 200 variations are randomly picked for you to play. Sss-neaky!

Go

Press RESET and a **G?** will appear on the screen. You are now ready to select the speed together with the number of players in your game.

How fast do you dare to play. Are you an amateur or a pro? Do you want to be alone or are you ready for some competition?

- Button 1**—Amateur/slow version with one player
- 2**—Amateur/slow version with two players
- 3**—Pro/fast version with one player
- 4**—Pro/fast version with two players

After 10 seconds, if you have not selected a speed, the computer will automatically select an Amateur/slow version of a single player game for you. *Chicken!*

Remember This:

For the ONE PLAYER version use the right hand controller to move the blue player. The TWO PLAYER games use the left hand controller to move the green player.

HOW THE HAND CONTROLLERS WORK

It's time to dart the dodging ball(s) using your hand controller.

Here's how: Push right—player moves right.
Push left—player moves left.
Push forward—player moves up.
Push backward—player moves down.

If, at the end of a particular game, you want a re-match of the SAME game, push down on the hand controller while the shrinking pattern of squares is displayed on the screen (remember, that's the signal that a player was hit by a ball)* and hold down until the new game starts. If you forget to push down on the hand controller to repeat the same game, a new random game variation of "Dodge-It" will appear on the screen.

***Note:** You can wait until the smallest square is done before you push down.

SCORING

The higher the score the better...A score count and a counter will appear on the screen in these positions. (We'll explain the function of the counter later).

1-player version—**Score** in upper right corner. (Best score since reset was pushed.)

Counter in upper left corner.

2-player version—**Score** in upper right and left corners.

Counter in center of screen.

When two players are pitted against the balls and one is hit, the player who successfully dodged the ball, adds the current count to his score! *That will teach you to dawdle.*

Remember pushing the RESET button will erase the score for the next game—so if you want to save the score count don't push anything!

The Counter

1, 2, 3, 4... The count is your score.

The counter begins counting at a count of 0 when the first ball is hurled onto the playfield. At a count of 200 a second ball is ejected, at a 300 count a third ball is

hurled and at 400 a fourth ball and so on. The most you can be dodging at one time is 9 balls (yes 9!). But the counter will keep going 1000, 2000, as long as you successfully dodge the balls, they will be hurled on the playfield at you. There's just no stopping you...or is there.

When the counter reaches any multiple of 1000 all 9 balls re-group at center playfield only to EXPLODE outward in one colossal blast to get you! If you live through it—you're on your way to a possible score of 9999! (The system can repeat itself to the 9999 score). Good luck!!

Have Fun

If you have questions about this VideocartTM* cartridge or your Channel F Video Entertainment System, call the toll free numbers included with your game.

Other exciting Videocart cartridges are available from your Fairchild dealer or, for more information, write:

**Fairchild Video Products
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